1   ELECTRONIC PULL TAB GAMING SYSTEM

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3   ABSTRACT OF THE DISCLOSURE

Sub, Cl's   A gaming system (10) produces a multiple-play physical pull tab ticket (50) at the

5   request of a player. Each chance in the game is associated with a game play record which has

6   been produced and stored in the system prior to the sale of the physical game ticket (50). A

7   player in the game selects a number of game play outcomes or plays to be purchased and the

8   gaming system (10) responds to the request by producing and distributing to the player a pull

9   tab ticket (50) having the requested number of game play outcomes (56) printed or otherwise

10   formed on a ticket substrate. The game play outcomes (56) are chosen at random from the

11   game play records which were produced prior to the start of the game. The pull tab game

12   tickets (50) may be purchased through a previously funded account and winnings may be

13   applied to the account as well. Game play information specifying the outcomes of each game

14   play printed on the game ticket may be printed or otherwise encoded on the game ticket (50).

15   A player terminal (30) may read this game play information using a suitable scanning device

16   and may then display the results of the plays to the player. The game play results may be

17   displayed through appropriate player interaction to imitate a non-pull tab game, especially a

18   casino type game.

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